Three-Dimensional Interior Design System

ABSTRACT OF THE DISCLOSURE

A system and method in a client-server computing environment is provided for generating and rendering a photorealistic three-dimensional (3D) perspective view of a 3D object selectively positioned within a 3D scene. A client is configured for communicably accessing a server, and includes a client application configured for scene editing and rendering, using a graphical user interface (GUI). The 3D scene may be selectively displayed in a plurality of views, and a 3D object may be retrieved from the server and imported into the 3D scene to generate a composite. The 3D object may also be manipulated within the composite for placement and orientation. A 3D image of the composite may then be rendered at the client and selectively reconfigured in real time. Luminosity characteristics may be applied to the 3D image; followed by rendering a photorealistic 3D view of the composite image.